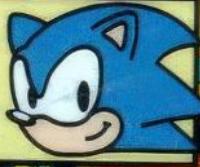


ENTER THE COMIC ZONE WITH YOUR SEGA FAVOURITES!

Sonic the comic

starring

SONIC
THE HEDGEHOG™



SEA OF RAGE!

SKATES DEMANDS VENGEANCE!

PLUS!

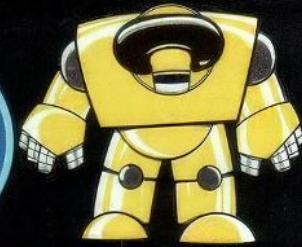
**PIRATE STC
TAILS**

NEWS • REVIEWS • CHARTS • THE Q-ZONE AND MORE!

No. 30 July 22nd 1994
Britain's
**OFFICIAL
SEGA
COMIC**
£1.10 Every Fortnight

CONTROL

Zone



Your online guide to the sensational world of Sega and Sonic The Comic. Hosted by Megadroid.

Welcome Screen

Hey, Boomers!

This issue of STC sees the explosive ending to Skates' story in Streets of Rage, but don't fret! This top-rated series will be back with more action soon!

Meanwhile, Sonic encounters the deadly Metamorphia and Tails continues his hunt for kidnapped cubs Jilly and Jimmy... or should that be cubnapped kids? Either way, Tails also finds time to pop-up in Sonic's strip. Don't ask me how, I'm just the Megadroid around here!

As ever, complementing your turbo-charged Sega strips are my special features: Review Zone, News Zone, Q Zone, and Speedlines. Plus a little something to brighten up your walls, a superb pin-up featuring Sonic and Tails. What more could a Boomer want? What you do mean you could do with another new series? Huh, some humes! Well, fortunately for all you lot there's a monster of a strip waiting to take the field in STC 31. Yes, STC has teamed-up with Electronic Arts to bring you Mutant League, the ultimate in sporting action! Check out the back of this issue for further details, but not until you've scanned the mega-tastic quality in between!

Megadroid

- **Editors:** Richard Burton
- **Asst. Editor:** Deborah Tate
- **Designer:** Gary Knight
- **Cover:** Peter Richardson
- **Pin Up:** Ferron Rodriguez
- **Managing Editor:** Steve MacManus
- **Special Thanks to:** Audrey Wong
- **Publisher:** Chris Power

Keep On Busing

The two Sega mobile computer game Buses continue their tour, delighting Boomers the length and breadth of the U.K. with offerings of the latest hardware and software.

It is advisable to check the following venues in advance in the event of last minute changes and check local press for additional dates. The Sega buses are also scheduled to visit selected Haven and Pontins holiday camps during the summer months. If you do get to check out the latest hi-tech equipment, don't forget to mention that STC sent you and watch out for further tour dates in forthcoming Control Zones.

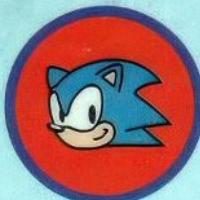
SEGA BUS TOUR DATES:

9 & 10 July:
Bexley Show
Wirral Show

16 & 17 July:
Birmingham Show
Durham County Show



19, 20, 21 July:
East of England Show



23 July:
International Air Tattoo

23 & 24 July:
Royal Lancs Show

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The Sega Charts

All the chart action for all the Sega systems
- in every issue of STC.

up down non mover
RE new
re-entry new entry



CHARTS
COMPILED
BY
GALLUP

MEGA DRIVE

- 1 new VIRTUA RACING
- 2 ▼ FIFA INTERNATIONAL SOCCER
- 3 — PGA EUROPEAN TOUR GOLF
- 4 ▼ SONIC THE HEDGEHOG 3
- 5 new RYAN GIGGS WORLD CLASS SOCCER
- 6 ▲ MICRO MACHINES
- 7 RE COOL SPORT
- 8 ▼ SENSIBLE SOCCER
- 9 ▼ NBA JAM
- 10 — ROAD RASH 2

MEGA-CD

- 1 — GROUND ZERO TEHAS
- 2 ▲ LETHAL ENFORCERS
- 3 RE SONIC CD
- 4 RE TIME GAL
- 5 RE BLACK HOLE ASSAULT
- 6 ▼ WWF RAGE IN THE CAGE
- 7 new CHUCK ROCK
- 8 ▼ NIGHT TRAP
- 9 RE SHERLOCK HOLMES
- 10 RE MICROCOSM

MASTER SYSTEM

- 1 RE JUNGLE BOOK
- 2 — SONIC CHAOS
- 3 new STRIDER
- 4 RE THE SIMPSONS
- 5 RE SHINOBI
- 6 ▼ WORLD CLASS LEADERBOARD
- 7 RE DESERT STRIKE
- 8 new WONDERBOY 3
- 9 RE THE NINJA
- 10 ▼ MORTAL KOMBAT

GAME GEAR

- 1 ▲ MICRO MACHINES
- 2 ▲ JUNGLE BOOK
- 3 ▼ NBA JAM
- 4 ▲ SONIC THE HEDGEHOG 2
- 5 ▼ SONIC CHAOS
- 6 ▲ PGA TOUR GOLF
- 7 RE DESERT STRIKE
- 8 RE SPIDER-MAN
- 9 new STAR WARS
- 10 RE SUPERSPACE INVADERS

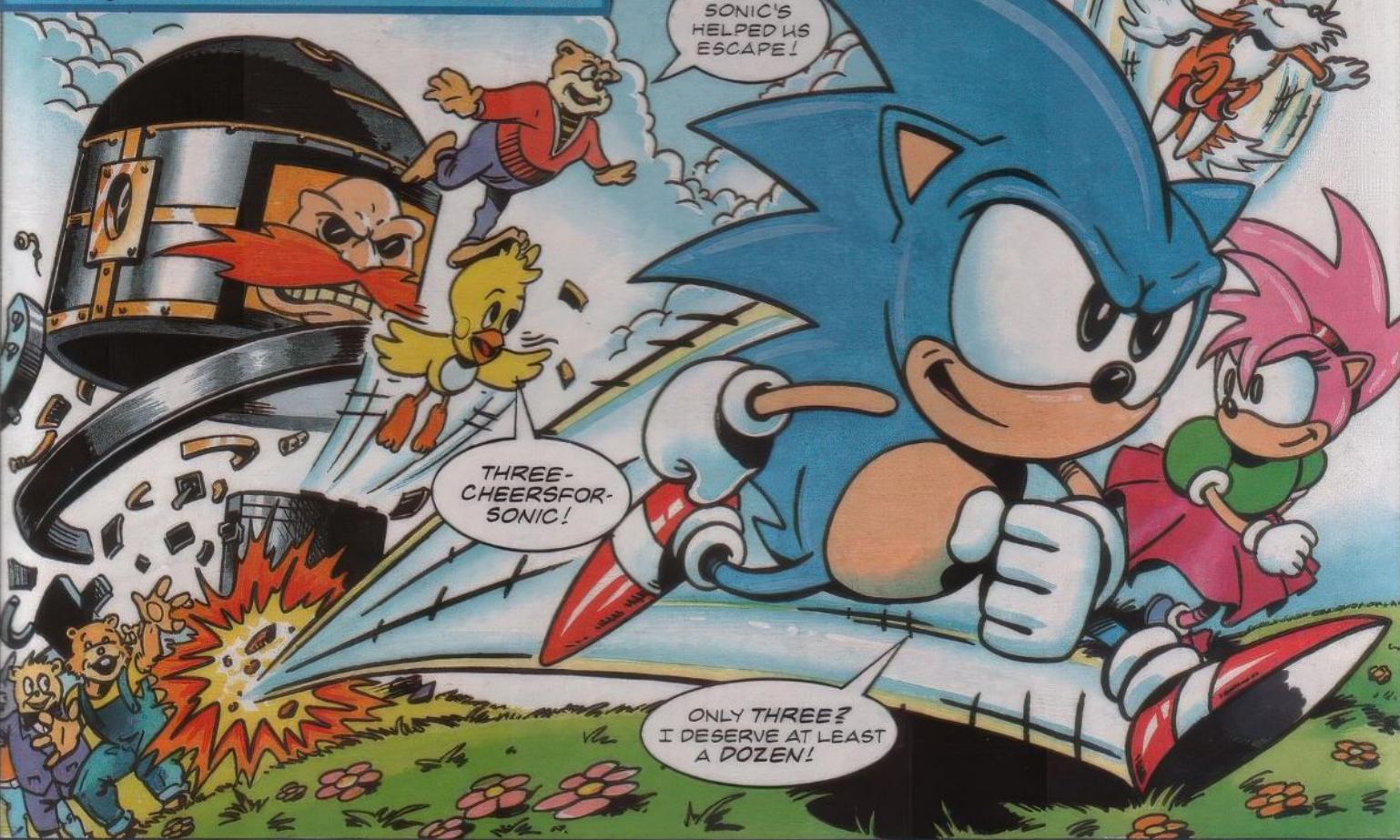
SONIC

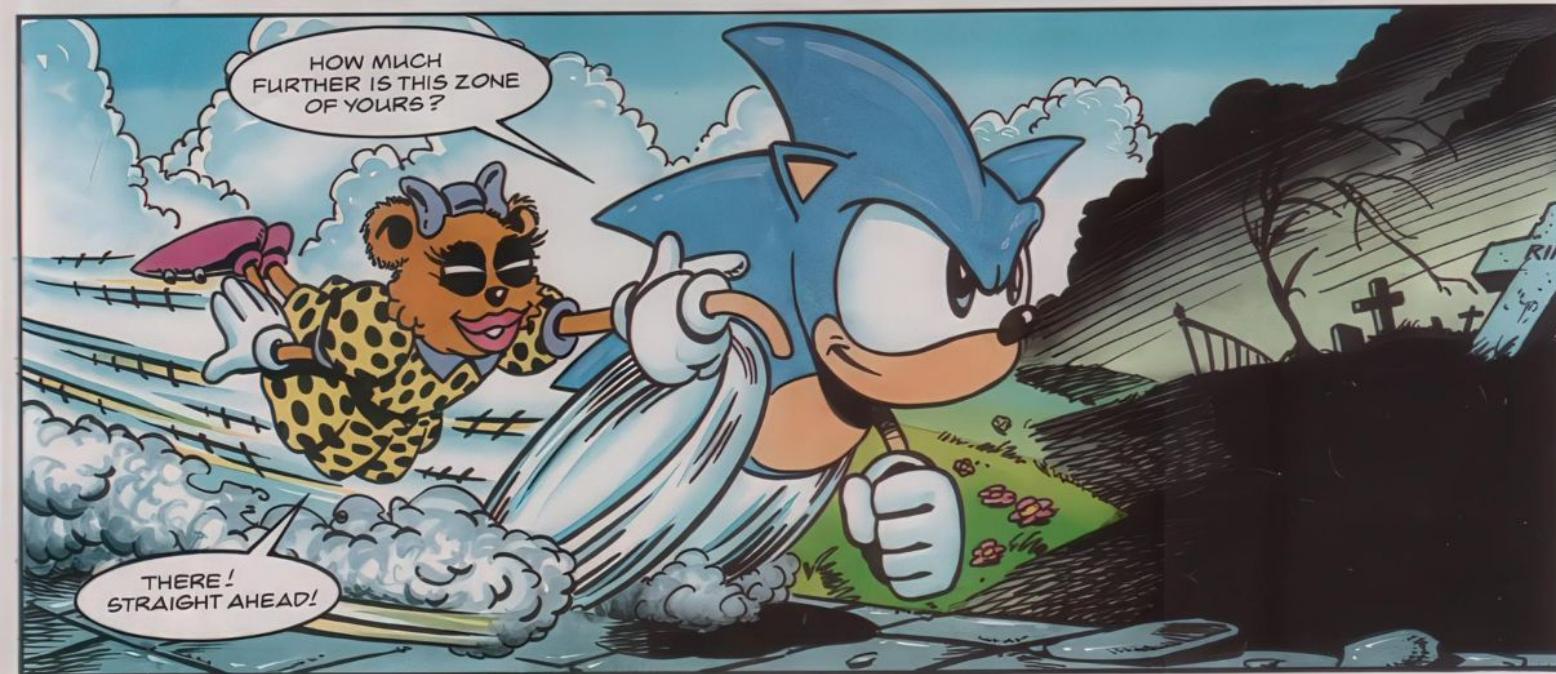
Metamorphia

THE HEDGEHOG

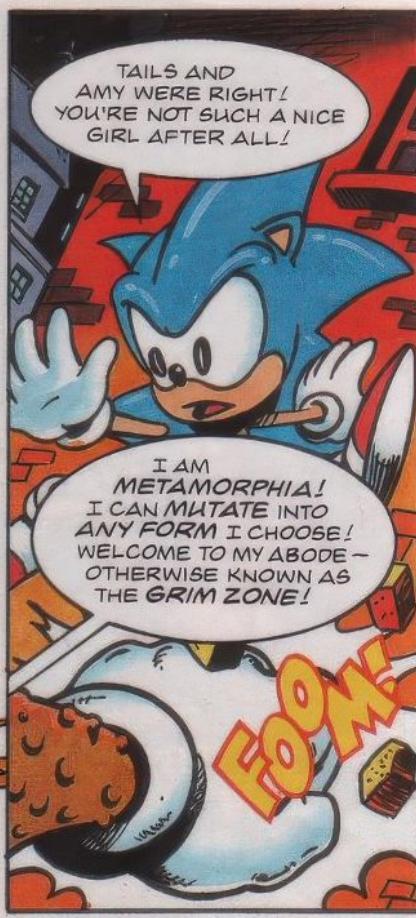
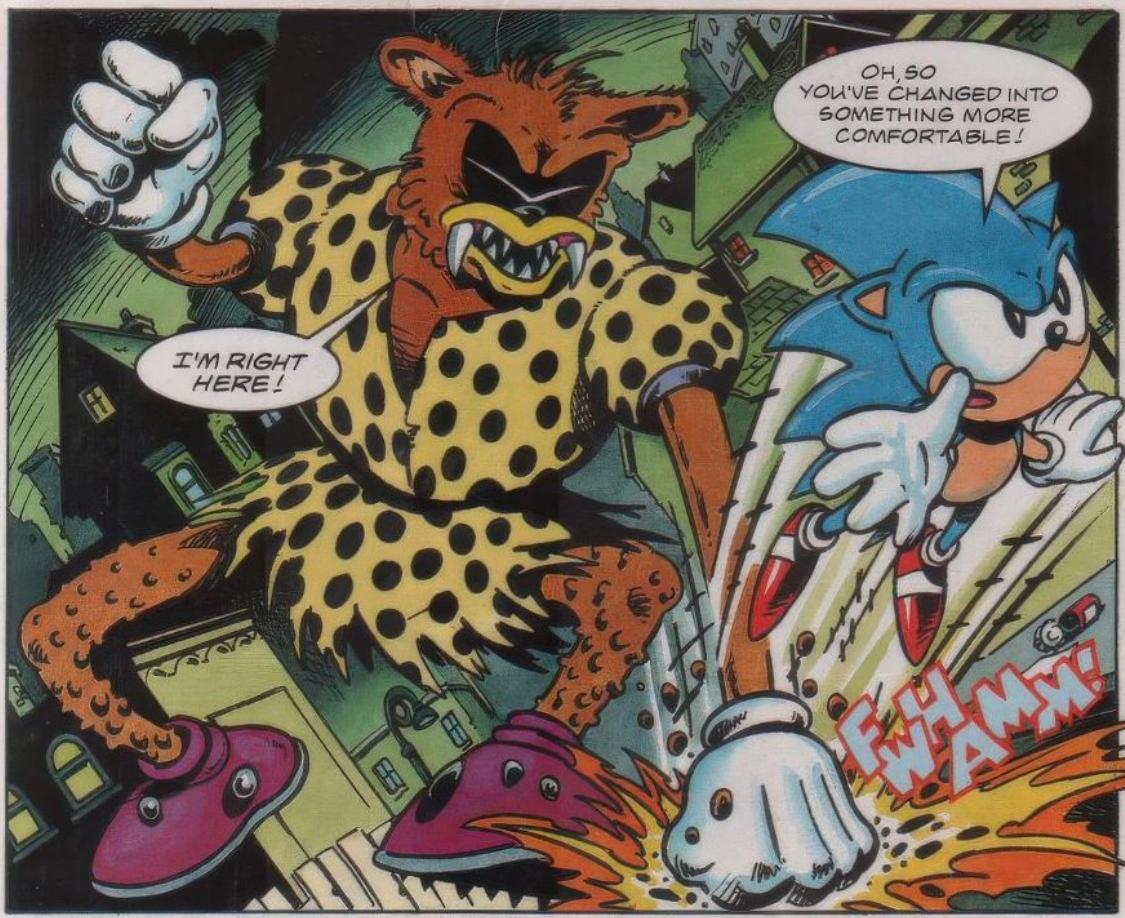
Script: Lew Stringer Art: Mike Hadley/John M Burns Lettering: Ellie de'Ville

THE EMERALD HILL ZONE, WHERE SONIC, TAILS AND AMY HAVE JUST STRUCK ANOTHER BLOW FOR FREEDOM IN THE WAR AGAINST ROBOTNIK ...









LATER ...

WHOA ...
I'M NOT SURE
WHERE I AM ...

... BUT I
KNOW I'M NOT
STAYING!

OOF! OKAY,
I'LL STAY A LITTLE
LONGER!

YOU CAN'T
ESCAPE A RETRO
BLOCK, BLUE BUFFOON!
ANY FORCE YOU USE IS
REVERSED BACK
AT YOU!

CORRECT!

MAYBE I
SHOULD JUST RELAX
AND ENJOY MY NEW
HOME ... HMM, DAMP
STONE WALLS COULD
BE IN THIS YEAR ...
THINK TOTALLY
COOL THOUGHTS...

SO, ANY
ENERGY I
USE HAS AN
OPPOSITE
EFFECT,
RIGHT?

... THEN MAYBE
THE REVERSED ENERGY
WILL FORCE THE BLOCK
TO BURST!

KABOOM!

I SHOULD
HAVE KNOWN EVEN
THE RETRO BLOCK
WAS NO MATCH
FOR SONIC!

FRANKLY,
METAMORPHIA,
I'M SO COOL I
SURPRISE EVEN
MYSELF. STILL, I
CAN LIVE WITH
IT!

OH, DON'T
BE SUCH A SMUG
HERO!

I'M NOT
BEATEN YET!

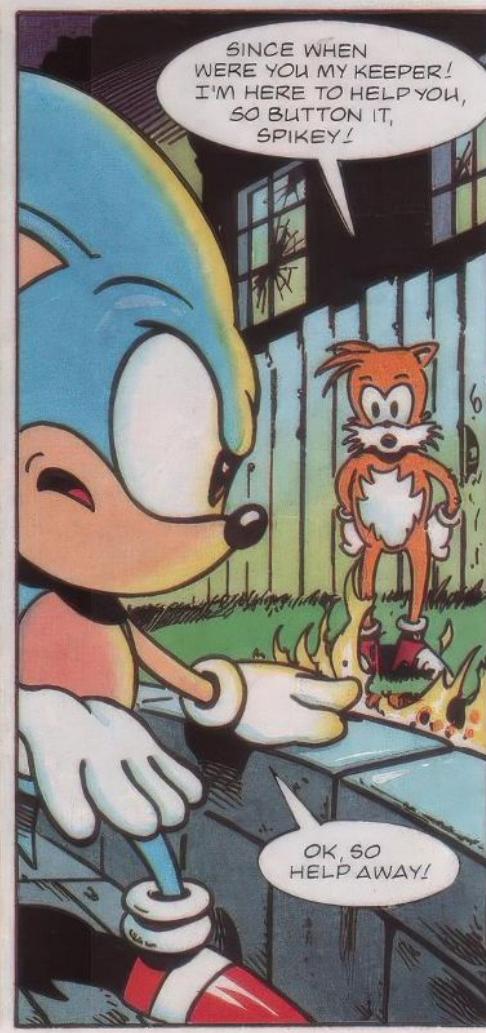
SHE'S
MUTATED
INTO A
ROCKET! I'M
ALMOST
IMRESSED!



SHE MUST
HAVE LANDED AROUND
HERE BUT SHE COULD HAVE
CHANGED INTO
ANYTHING!

SONIC!
OVER HERE!

SINCE WHEN
WERE YOU MY KEEPER!
I'M HERE TO HELP YOU,
SO BUTTON IT,
SPIKEY!





REVIEW

Zone

Enter the zone that brings you reviews of all the new releases for the Sega game systems.
Reviewer this issue:
Vincent Low.

ART OF FIGHTING

game type: FIGHTING
1-2 PLAYERS



All you Neo Geo arcade machine fans out there will recognise this title. Art of Fighting is a hot fighter that was originally released on the Neo Geo arcades around a year ago. It's since been updated by Art of Fighting 2, but the original still remains a firm favourite with fighting fans.

You have to battle your way across town taking on mean and vicious fighters in your quest to save Ryo's sister who has been kidnapped by an evil gang. It is a one or two player game and you have to defeat your opponent in a set time limit and over three rounds to get to the next battle. There are some very tasty interludes between battles and you get to work your way through three different bonus rounds, each one requiring different timing and martial art skills.

Art of Fighting has been designed to work with either 3 or 6 button pads, the 6 button pad offering more moves and a special taunt feature. This Mega Drive version is a very close conversion of the coin-op with the same very colourful and detailed style of graphics across nine levels. The sound is fair but lacks the oomph of the arcade original. -VL.



FAST FAX	
PUBLISHER	PRICE
SEGA	To be confirmed
GRAPHICS	85
SOUND	70
PLAYABILITY	75
RAVES	LIMITED MOVES AND DEPTH.
GRAVES	LIMITED MOVES AND DEPTH.
OVERALL	75%



STC Rating System

under 40% - Yawnsville
40 - 70% - Normalsville
70 - 80% - Fun City
80 - 90% - Big Time City
over 90% - Mega City!

BODY COUNT

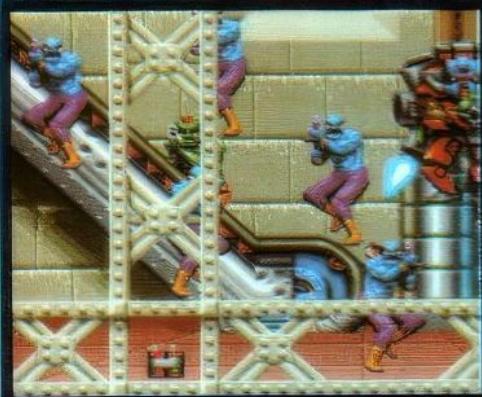
game type: SHOOTING
1-2 PLAYERS



Until now Sega have been guilty of neglecting its Menacer light gun, so it's three cheers for the release of Body Count. As its title suggests Body Count is an out and out shooter. You take the role of protector and have to shoot aliens, bosses and blast their vehicles as you battle across different landscapes.

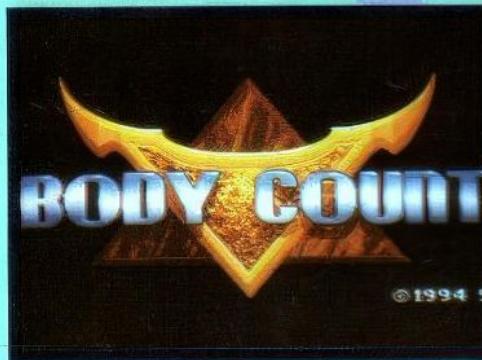
In order to play you have to place a cursor accurately over the aliens and goodies that fly across the screen, and then proceed to hit the trigger. There are plenty of weapons to choose from including grenades. The major problem is your limited ammo, which you have to keep topping up.





by using spare magazines that float across the screen (beware, they only appear occasionally). Options include three levels of difficulty, a choice of gun and missile buttons, plus a two-player mode. With this function one player uses the Menacer and the other a joypad. This is great fun and adds a whole new dimension to the game. You both get to shoot for those points and boy, does the screen fill up!

Body Count is an absolute blast! The action never stops and you are guaranteed a very, very sore trigger finger and aching arm at the end of play. The graphics are dazzling and the sound effects and music just keep pumping away!



•FAST FAX•

PUBLISHER SEGA PRICE £40.00

GRAPHICS

***** 80

SOUND

***** 75

PLAYABILITY

***** 75

RAVES : GRAVES

Heavy duty action Your arm gets mighty tired.

OVERALL

75%

McDONALD'S TREASURE LAND

game type: ACTION
1 PLAYER



McDonald's Treasure Land is produced by the Japanese company Treasure who have also written *Gunstar Heroes*, which featured some stunning presentation.

You could say that the format at the beginning of *Treasure Land* is akin to putting together a burger: you have the meat (or veggie burger!), but what's required is the cheese and a bun! Only in this game Ronald McDonald starts off with one section of a treasure map. His mission therefore is to battle his way through *Treasure Land* searching for the missing pieces.

To help Ronald on his way he is aided with a special scarf that can be used to hook himself up to platforms. He gets to wander around stages zapping nasties and bosses with the aid of magic dust. To help increase your score there are plenty of gold bags littered around. There is also a password option and a choice of three difficulty levels.

Treasure Land has been pitched at a younger audience but still has enough variety and action to keep more experienced players entertained. It also features some of the best graphics and sound to be found on the Mega Drive. Overall, this is a classy game and one that will keep you hungering for more! This is one bun-fight you may well relish - VL.

•FAST FAX•

PUBLISHER SEGA PRICE £45.00

GRAPHICS

***** 80

SOUND

***** 80

PLAYABILITY

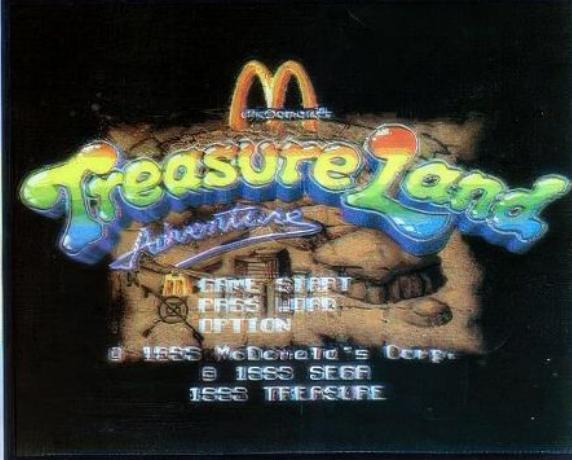
***** 80

RAVES : GRAVES

Great looking game Lacking in depth.

OVERALL

80%





STREETS OF RAGE

SKATES' STORY PART 6

OFF THE CITY COAST.
MIDNIGHT.

BLAZE! ARE
YOU OKAY?

THEY SAY
THAT
JUSTICE
IS DEAD.

NEVER
MIND...
WHERE'S
SKATES?

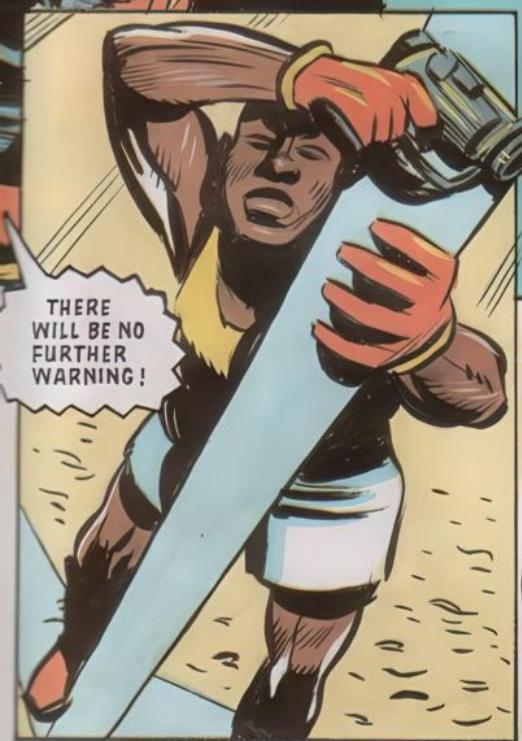
THAT THE CITY
DESTROYS
EVERYTHING
GOOD.

THEY SAY EVIL
ALWAYS WINS.

PLEASE! I...
DON'T EVEN KNOW
YOUR NAME!

BURN
IN HELL,
FATMAN!

TONIGHT, SKATES PLANS TO
EVEN THE BALANCE!

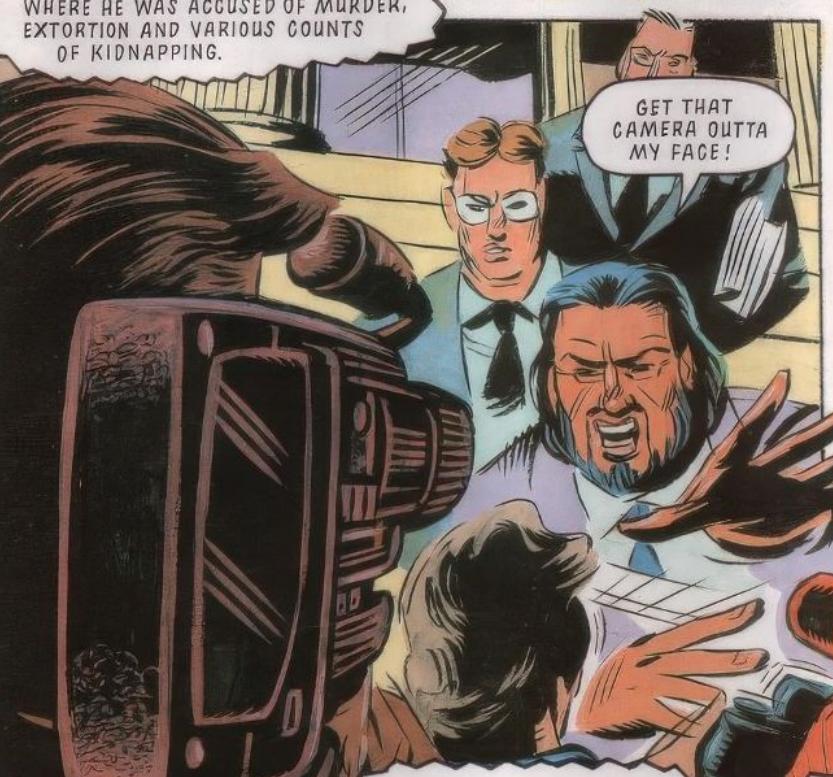


AW, MAN...

I MUST BE
GOIN' SOFT!

...APPEARED IN COURT TODAY
WHERE HE WAS ACCUSED OF MURDER,
EXTORTION AND VARIOUS COUNTS
OF KIDNAPPING.

GET THAT
CAMERA OUTTA
MY FACE!



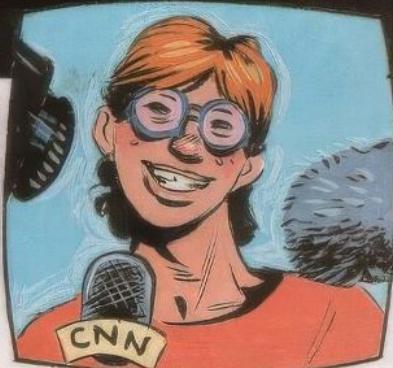
A DISK CONTAINING
INFORMATION WHICH LED TO
THE ARREST OF FIFTY POLICE
OFFICERS, WAS FOUND TODAY.

LIEUTENANT MURPHY, THE
POLICE DEPARTMENT MEMBER
WHO COMPILED THE DISK, WAS
LATER FOUND MURDERED. HIS
ORIGINAL DISC WAS DESTROYED
IN AN EFFORT TO WITHHOLD
THE FACTS, BUT...

YEAH... I MADE A BACK-UP
COPY OF THE DISK.

MY POP SAYS IT PAYS
TO BE ORGANISED.

LIEUTENANT MURPHY'S STEPSON
HANDED THE DISK OVER TO THE
DISTRICT ATTORNEY. REPORTERS
ASKED IF HE PLANNED TO FOLLOW IN
HIS STEPFATHER'S FOOTSTEPS...







NEWS Zone

Newsound: Garry Penn

SEGA UNVEILS MEGA DRIVE 32X

FIRST LOOK AT SEGA'S EXCITING NEW POWER BOOSTER

Here's a first look at Sega's Mega Drive 32X, the power-boosting add-on set for release later this year at a price of around £150.

The initial batch of compatible titles will include *Virtua Racing*, *Doom* (a 3D shoot-'em-up converted from the IBM PC compatibles hit) and *Super Star Wars* (converted from the arcade machine).

All are 24 megabit cartridges and likely to sell for the same price as the average Mega Drive cartridge (approximately £40).



Sega's 32X: taking the Mega Drive into tomorrow.

BULLFROGS MEAN BUSINESS

WELCOME TO THE EXPLOSIVE WORLD OF INDUSTRIAL ESPIONAGE

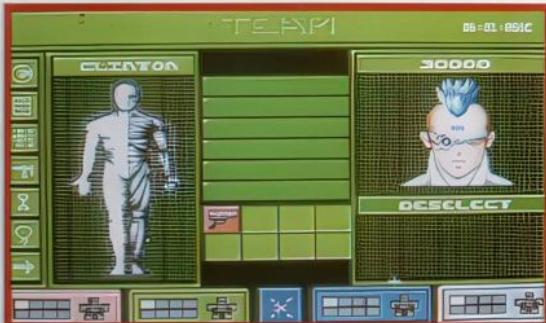
Bullfrog Productions, the team behind *Populous* and *Powermonger*, are bringing their award-winning Amiga and IBM PC compatibles release *Syndicate* to the Mega Drive.

Syndicate is set in a nightmare future where money has proved itself to be the root of all evil. Successful businesses have mutated into huge criminal organisations, each one intent on shifting the balance of world

power in its favour.

Heavy levies imposed on the population are used to build awesome weaponry to keep the people under control and suppress the growth of rival syndicates.

The player joins a syndicate with the ultimate goal of taking control, but first a career must be carved out at the expense of the opposition. Inside the surprisingly detailed 'living' environment, the



wealth of hot hardware at your disposal includes machine guns, rocket launchers and flame throwers.

Anyone

familiar with the original renditions of *Syndicate* will be pleased to discover that the Mega Drive version features 50 new cities and missions presenting a fresh challenge for all. *Syndicate* will be released through Ocean in October.

Incidentally, work has just begun on a Mega Drive conversion of Bullfrog's critically acclaimed IBM PC compatibles release *Theme Park*. This simulation of building and maintaining a successful theme park, with all the rides, amusements and stalls you'd expect to find at parks like Disneyworld and Alton Towers, is not in the least bit as serious as it might sound. *Theme Park* should appear early next year and we'll be keeping you posted on future developments.



Syndicate: doing business has never been such fun!



THE BIGGEST EVER MEGA DRIVE CARTRIDGE!

MEGA DRIVE SUPER STREET FIGHTER II SET FOR RELEASE THIS AUTUMN



use a whopping 40 megabits (that's 5 megabytes) of memory (the conversion of the original *Street Fighter II* came on a 24 megabit cartridge).

All the characters from *Street Fighter II* feature in this new Super rendition, but their appearance and moves have been modified. There's more detail, more animation, new backgrounds, more bonus points on offer for combination moves, and four new characters with their own moves: DeeJay (who loves to shake his maracas),

Cammy (a British lass with a beret, pigtails and camouflage outfit), T-Hawk (a red Indian) and Fei Long (a Bruce Lee look-alike from Hong Kong).

Unique to the Mega

Drive conversion are special tournament options, plus a cheat for turbo mode (the absence of speed was the biggest criticism of the arcade original).

Work on *Super Street Fighter II* for the Mega Drive is coming to a close, which means it could be released as early as late August - and for only (only!) £59.99 which is surprisingly low in the wake of *Virtua Racing*'s high price tag.

Yes, it's true: Capcom is putting the finishing touches to a Mega Drive version of its latest (and some say greatest) arcade incarnation of *Street Fighter II*. To ensure that the conversion is as accurate as possible, the cartridge will be the first ever to

A MIXED BAG FROM MICROPROSE

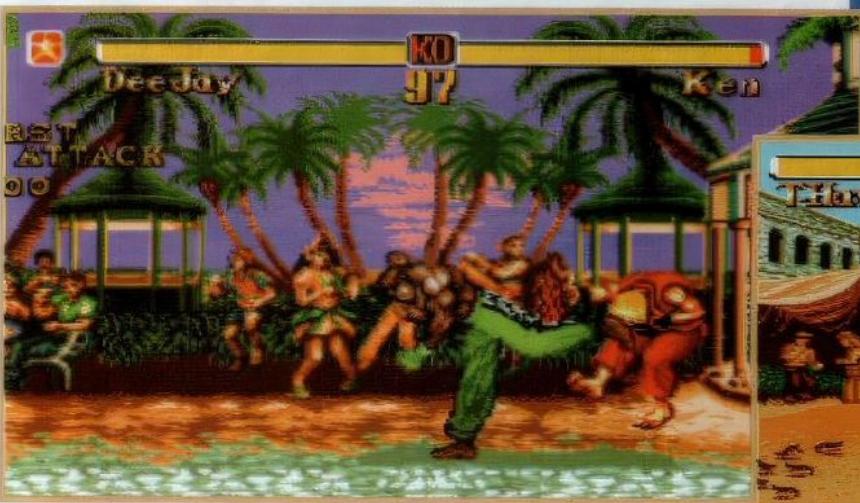
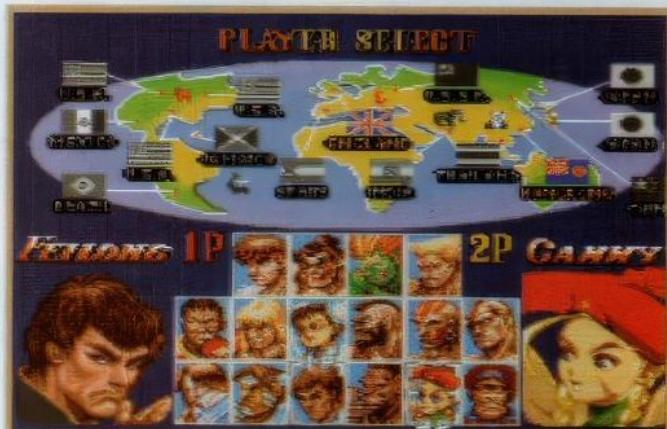
THREE DIVERSE RELEASES FROM THE SIMULATION KING

For over ten years MicroProse has made a name for itself as the company behind many award-winning simulations of cutting-edge military hardware — but only for home computers. Things have been a little too quiet on the Sega front for our liking, but that's due to change with the arrival of a mixed bag of new Mega Drive releases.

First up is *F-15 Strike Eagle II* which puts you in the seat of (you've guessed it!) an F-15 fighter, taking on unfriendly forces through missions spread across the world's hot-spots. Anyone overwhelmed by the heavy-duty simulation side of the Amiga or IBM PC compatible versions can breathe more easily, because this new Mega Drive incarnation features far more arcade action. *F-15 Strike Eagle II* also boasts a host of different camera views to bring home the full effect of aerial combat, and it should be available by the time you read this.

Time itself is distorted beyond all recognition in *The Chaos Engine*, converted from the critically acclaimed Amiga original by The Bitmap Brothers (of *Speedball 2* and *Xenon 2: Megablast* fame). *The Chaos Engine* is a time-twisting device that must be destroyed, but first one or two players have to blast their way through 16 levels full of bizarre beings, potent powerups, treasures, secret rooms and shortcuts. Despite being available on import in recent months, *The Chaos Engine* for the Mega Drive isn't officially released in the UK until this month.

Finally, there's *Tinhead*, a run 'n' jump romp with a difference: the main character is a robot trapped in a cute, arcade world. Fun equipment to collect along the way includes Space Hoppers, jet packs, and a handful of increasingly powerful guns. *Tinhead* is released in September.



Out of the blue: the all-new, all-singing, all-dancing *Street Fighter II*.

SEQUEL FEVER

Are you sick of sequels and series games, or are you a serious, sequel addict? The STC 'doctor', Christopher Jones, dons his white coat and mask to investigate.

The original *Star Trek* movie generated five sequels. *Lethal Weapon*, featuring cop buddies Mel Gibson and Danny Glover, spawned a trilogy. This passion on behalf of Hollywood for sequels is easily explained. When you've discovered a super successful formula for making monster movie hits why risk producing something new? The same is true of those megabyte maniacs from the computer games companies. Series of games and sequels mean that Electronic Arts' *John Madden American Football* has had three outings, and *Sonic*, Sega's lovable blue hedgehog, now stars in *Sonic 3*.

Every year hundreds, if not thousands of console games are launched into the games playing galaxy with a starburst of hype and eye-catching advertising. It's hard to tell though which ones will emerge as the king/queen cartridges in any one year's crop.

Ecco the Dolphin, Sega's groovy, ecological, porpoise was one of 1992's most popular games. Hailed as brilliantly original by many reviewers, it still

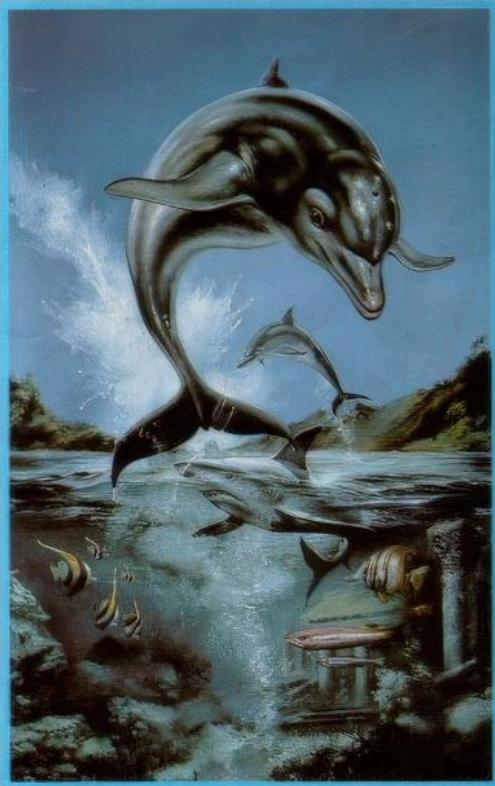
didn't outsell a certain sneaker-wearing hedgehog and his foxy friend Tails. That year *Sonic 2* shattered all sales records. Even though *Ecco the Dolphin* was fresh and original it was beaten out of sight by the sequel to the classic *Sonic 1*.

Perhaps the most obvious use of the series of games format comes from the sport sim champs, Electronic Arts. Both their *John Madden* and *NHL Hockey* games have evolved through three different versions to become

the ace,

Ecco The Dolphin pigskin-throwing and puck-slapping sports cartridges that we love; but how different are the newer versions? A look at the way *NHL Hockey* has changed over its three lives reveals the value of series updates.

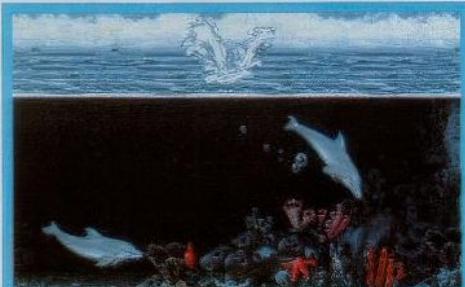
NHL Hockey: The first version was a fine game. International teams battled it out for the world championship. The action was frenetic. Fights broke out between the players on the ice



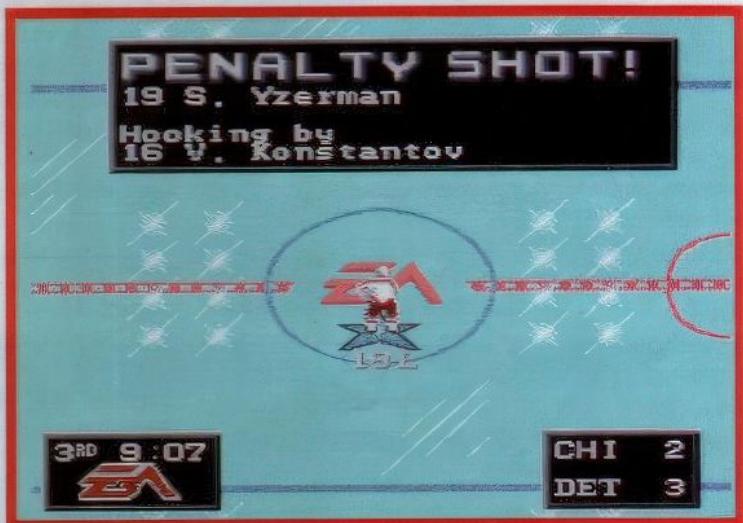
Ecco The Dolphin

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Ecco The Dolphin: MD



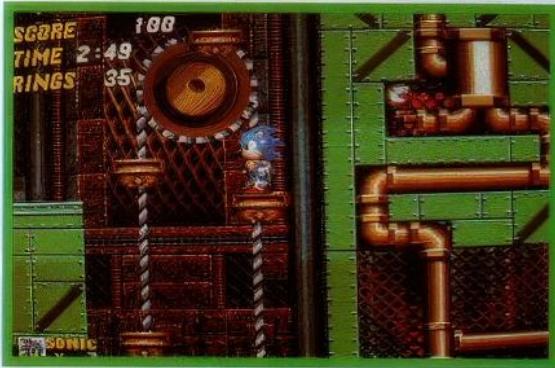
NHLPA Hockey 93

creating little boxing matches under your control. Action replay mode was available as were one and two player functions. However, the goalkeepers were a bit weedy and could be pushed into the net with the puck.

NHLPA Hockey 93: This sequel had all the good points of the first edition. However, it also featured actual players from the American league. In came superstars in a team with signature moves such as the Kevin Stevens slapshot. Also the ability save and edit customised team lines put you in the position of a manager trying to win your way to the play-offs. Arenas were brought to life with organ music and home advantage. Finally, goalkeepers were made more aggressive with the computer opponent being harder to beat.

NHL Hockey 94: This latest version contains all the 93 add ons, and is updated it with EA's 4-Way Play system that allows two players to take to the ice on each side. A dozen or so minor enhancements have also been made including manual control for the goalkeepers, volley shots that whistle into the net, new moves that can foul your opponent and the drama of penalty shoot outs. In summary, *NHL Hockey 94* has come on in leaps since the first game, but really all the add-ons exist around the same basic format.

Initially, all you console jockeys out there couldn't get enough of the latest and greatest versions of your favourite games. However, with games now re-worked and updated more frequently, two questions need to be asked. Firstly, are today's sequels and series games all they're cracked up to be, and secondly, is what they offer value for money? To find out STC spoke to some serious, videogame customers in the game arcade of London's Tower Records.



Sonic 2: MD

games and need new ones to play on. I've got all the **Sonic**s and have just bought **NHL Hockey 94** which is an improvement on the first game".

However, David Stephens, aged 13, and a Mega Drive owner from Kent, was less enthusiastic about the idea of sequels. He said: "I don't know why they [games companies] don't make games that last longer. To keep updating them is wrong as they are very expensive. They could make mega-games that have everything in them so you don't need to buy the same game a few times".

According to Adam Knight from London, also aged 13: "... some sequels are worth it but

Gargan Kumar, aged 12 from London said: "I try to buy a game every five or six weeks and don't mind buying sequels or continued games. Me and my friends get too good at

some are a rip-off and don't have much new on offer. The sports games hardly change. I'd rather buy original games any day".

Whatever your views, it seems sequels and series of games are here to stay. You may complain about why the games makers can't put all the features into one mega-game, but the fact is that sequels and series of games still sell.

Industry insiders put the



©SEGA 1991



Sonic 2: MD

phenomenon down to the fact that "The games players are often too good for our games. They either master them or solve them quickly and therefore need new challenges".

Clearly, what is called for are *original* sequels with stacks to do or you clever lot out there will whip the games too quickly. **Sonic 3** measures up here according to Chris Bieniek, an editor on US games magazine *Videogames*. He commented: "The designers have taken the traditional platform game and added so much that there's a lot hidden in the game that players won't find for weeks or even months".

Sounds just like what Megadroid did with the traditional comic format!

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Tails

The Morbidden Hunt Part 3

Script: Mark Eyles
Art: Casanovas/
John M. Burns
Lettering: Elitta Fell

TAILS IS IN THE NAMELESS ZONE WHERE HE'S ON A MISSION TO RESCUE TWO FOX CUBS. HE'S JUST ARRIVED AT A GOBLIN CAMP.

WELL, HELLO, LITTLE FOX. WHO MIGHT YOU BE?

I-I-I'M T-T-TAILS.

LET'S COOK 'IM, PRINCE CATALUS
-OW!

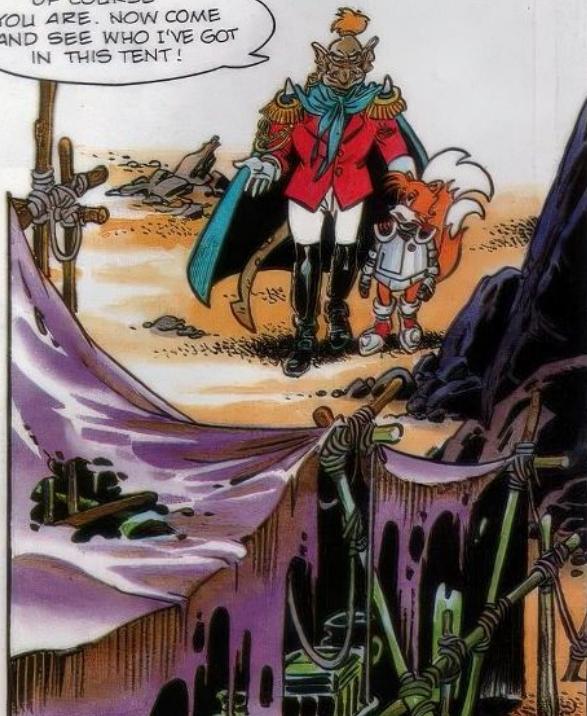
SMACK

SHUDDUP,
GRACK. DON'T SCARE HIM.

YOU'RE
MY FRIEND,
AREN'T YOU,
TAILS?

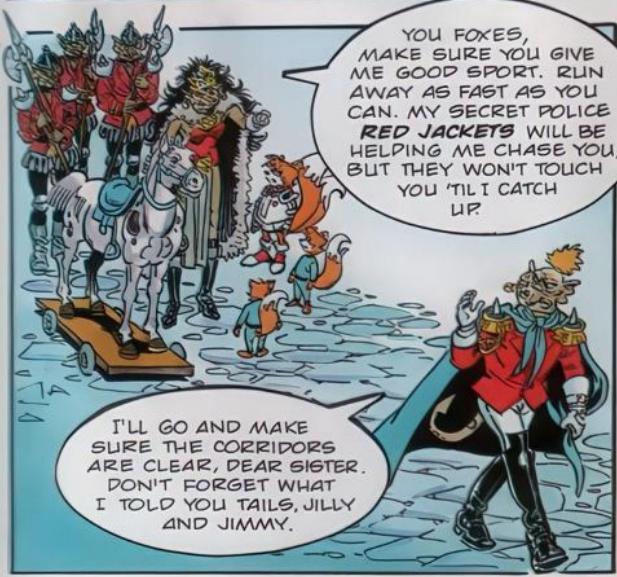
OF COURSE
YOU ARE. NOW COME
AND SEE WHO I'VE GOT
IN THIS TENT!

I AM?





IT IS?
OH DEAR. IF ONLY SONIC WERE HERE.
HE'D KNOW WHAT TO DO.





NEXT ISSUE: FOX PIE?

Q

Zone

Q is for Question.
Q is for Query.
Q is for Quandary.
Enter the Q Zone for hints, tips, and help with your favourite Sega games.

Q & A Special

MEGA DRIVE



Welcome to another Q & A Special. STC's Game Guru, David Gibbon has racked his micro chip to come up with solutions to your game problems. If you have a game query or question drop us a line marking the envelope Q-Zone.

MICRO MACHINES

Q: I have a complaint to make! In STC 13 you printed a cheat for infinite lives on the Mega Drive version of *Micro Machines*. Well, I'm sorry to say it doesn't work! What am I doing wrong?
Jessica Jones, Camberley, Surrey.

A: Those gremlins have been getting into the workings of STC again, Jessica! With all the cheats that need to be worked out for STC it's easy to make a genuine slip-up and I am afraid this is what happened in Issue 13. Two of the key presses were missing, but the correct version, you'll be glad to know, is printed below.

Start playing the game, and when the cars are moving, press Start to pause. Now, press B, Down, C, Down, Up, Down, Left then Down on the joypad.



Press Start to unpause the game and you'll have infinite lives.

FANTASTIC DIZZY

Q: I have recently bought *Fantastic Dizzy* for the Mega Drive, but I desperately need help to get past Shamus the Leprechaun. Any tips would be greatly appreciated.
James Read, Twickenham, Middlesex.

A: Well James, the solution is somewhat long-winded, but here goes:-

Before you do anything you need to make some medicine for Grandpa Dizzy, who in return will give you a Dragon egg. To do this, start off by collecting the Mushroom and the Spanner in the Countryside level. Now, go back to the tree houses and find and collect the Star Plant and Medicine Bottle. Take these and go to Grandpa's house where you should place all ingredients into the Cauldron. You will then receive the medicine which you'll give to gramps, who will then give you the



Dragon egg in return. Once you have the egg you can make your way to the Diamond Mines where you will eventually come face-to-face with a fire-breathing Dragon. Give him the egg and he will let you collect the Golden Shamrock. Pick this up and take it to the Grasslands where, if you hand it to Shamus, he will let you past. Phew! I hope you've taken all that in.

SONIC 3

Q: I recently bought *Sonic 3* for the Mega Drive but have been unable to get very far, especially on act 2 of the Carnival Zone. Please help.
Daniel Robertson, Maldon, Essex.
David Thomas, Romford, Essex.

A: As expected, questions are already pouring into STC about *Sonic 3*. I got stuck on the Carnival zone on act 2, but persistence paid off and I managed to complete the game in the end. Tips on how to get through the Carnival zone are given below:-

Head right until you reach the spiralling mesh towers. Go right through, passing both towers until you get sucked up through a tube. If you wish to enter the special stage, head left when you're half-way up the tube, otherwise get sucked to the very top of the level. Once there, continue right and you'll reach the end. The obstacles on this level are as follows:-

Tips

To conquer the obstacles on Carnival Night - Act 2:-

BALLOONS - these can either hinder or help your progress. The trick is to land directly on top of them which will cause the balloon to explode and throw you high into the air - thus helping you to get to higher platforms.

ROTATING DRUMS - These can cause much grief, but there is a knack to make them work in your favour. Stand in the centre of a drum and push up and down rapidly on your joypad. This will create large gaps, just big enough for Sonic to get through.

SPINNING WHEELS - these are handy when you need to blast-off in a particular direction. It's easier to get on them from the top, but if that's impossible hit them side-on at speed. Use the d-pad to get Sonic's legs moving and he'll stick to the wheel. Press the jump button to fly off.

FIRST BOSS - Jump away from the ball dropped by Robotnik and wait until he focuses his lightning on it. As soon as the beams disappear from view, Robotnik will descend to retrieve his ball - so attack him! Repeat this to win!

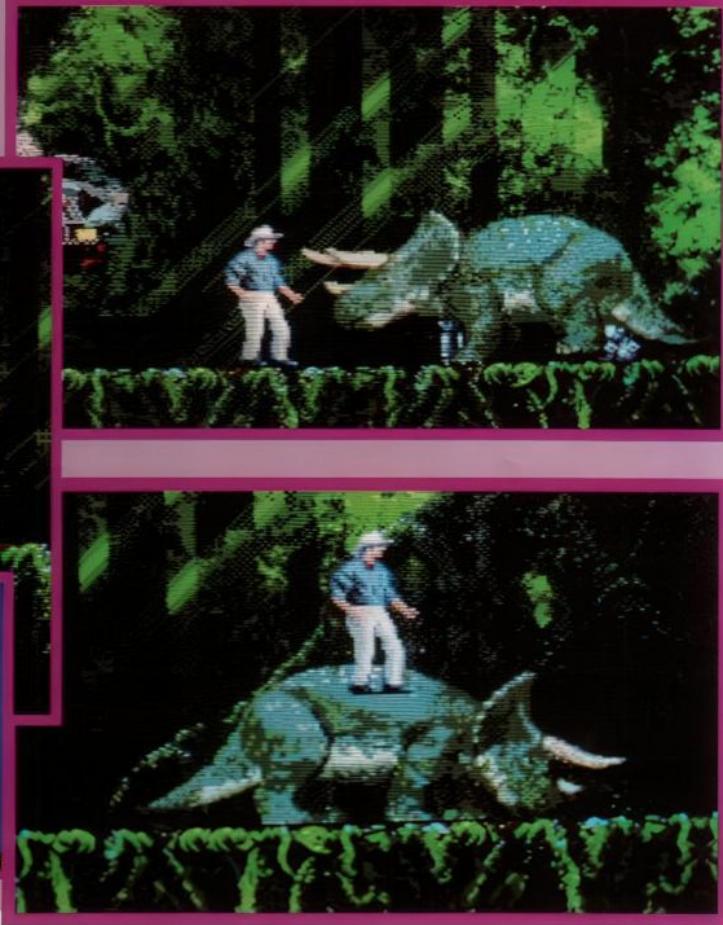
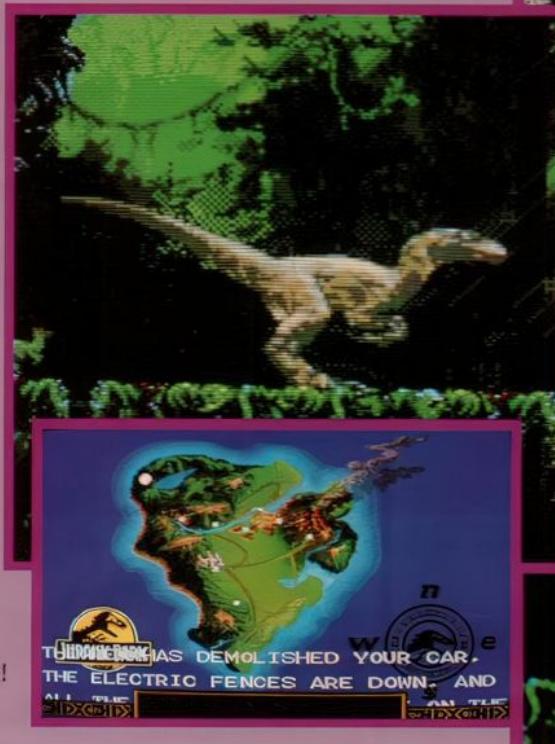
JURASSIC PARK

Q: On the Mega Drive version of *Jurassic Park*, how do you kill the Raptors on the last level?
Ryan McGuinness (no address). Andrew & Simon Fearn, Bradwell, Sheffield.

A: The following passwords and tips should be of use to help get past those hideous beasts in safety:-

Start off by entering the code which will get you straight to the last level - the Visitor's Centre - 021G00ZD. To give Grant maximum ammunition on the last level, enter this password immediately following the last one - CVVVVVU5.

The best advice for this level is to stay calm and proceed at a slow pace - remember there is no time limit. If a Raptor falls from the ceiling, just rocket him to death! Walk inch-by-inch, watching out for Raptors, and fire a rocket as soon as you spot one! Good luck!



SONIC SPINBALL

Q: I am having great problems with *Sonic Spinball* on the Mega Drive. I would be really grateful if you could print a cheat for the game.
Gary Cartlidge, Levenshulme, Manchester. Carl Jones, Stoke-On-Trent. Stephen Spence, Warminster, Wiltshire.

A: Lots of folk seem to be facing difficulties with Sonic's Pinball Game. Unfortunately, however, a cheat has not yet been discovered, but as soon as one is found Q Zone will reveal all to Sonic Boomers. As a consolation, here's some helpful tips for each of the four levels and bonus stages of the game:-

Level One - Toxic Caves

Sonic needs to pick up three of his valuable blue emeralds from these toxic dripping pinball caves. On the way, our blue hero can notch up a large score by performing an assortment of pinball manoeuvres and touching various switches. Of course, every level involves our hedgehog in the collecting of gold rings and this is no exception. When all three emeralds have been collected, the room to the boss will open, revealing that baddie we all know and hate - Doctor Robotnik!

Level One - Bonus Stage

Rebound the ball off the special dodgem car which Doctor Robotnik is driving, forcing it into the cylinders. They will explode and allow the animals to go free. It will require two hits to break the cylinders. Points can be picked up by smashing the ball into cylinders and sending the Doctor into a spin.

Level Two - The Boiler

The heat is on as Sonic knocks his way through this maze avoiding fiery cauldrons of lava with the help of steam propulsion and bouncing on birds. Accurate precision hitting is called for and it is advisable to follow the direction arrows on the table to reach the right places. Remember, you can give extra acceleration to the spiky hedgehog while getting out of tricky corners by holding down button B.

Level Two - Bonus Stage

The Doctor Robotnik-like creature from level one reappears here. Send the baddie into his teeth and give the head a good rattling! Try and knock down the three markers at the back to get your score total soaring. Line your shots up on the paddle for an improved chance of success.

Level Three - The Robot Factory

Release the animals at the top of the level, which are being transformed by the Veg-O-Matic machine from cute little fluffballs into evil replicas of themselves. Before you get there, be prepared to be pushed, shoved, thrown and even electrified to get your score up. There are a fair number of emeralds on this level, but you'll need to bounce around like crazy to find them. There's fast and furious pinball action in the centre of the level where Sonic has to open every pen to free more animals and find a well-hidden emerald!

Level Three - Bonus Stage

With a number of badniks around the table, you need to fire the ball straight at them in order to dispose of them quickly. When they're all gone, you'll need to open the door to the cold prison-like chamber to release more of Sonic's friends from the captivity of Robotnik's twisted rule.

Level Four - Robotnik Escapes

The last and the hardest confrontation ends in a fight with Robotnik as he tries to escape from Sonic in his orange spaceship. The large maze of scaffolding at the bottom of the screen takes a bit of working out before you can attempt to reach the Doc. The main problem is repeatedly firing Sonic into tight spaces to hit a switch which subsequently breaks a concrete block. Several of these blocks need to be smashed, so accuracy is essential. When the blocks are gone this usually means access to an emerald.

PIRATE S.T.C. PART 3

THE NEW ALBUM FROM M.C. SEAGULL DEATH ENTITLED OILY DEATH IS AVAILABLE IN LIMITED EDITION SPECIAL OIL COLOURED BLACK VINYL AND SHIMMERING SILVER OIL SLICK C.D.

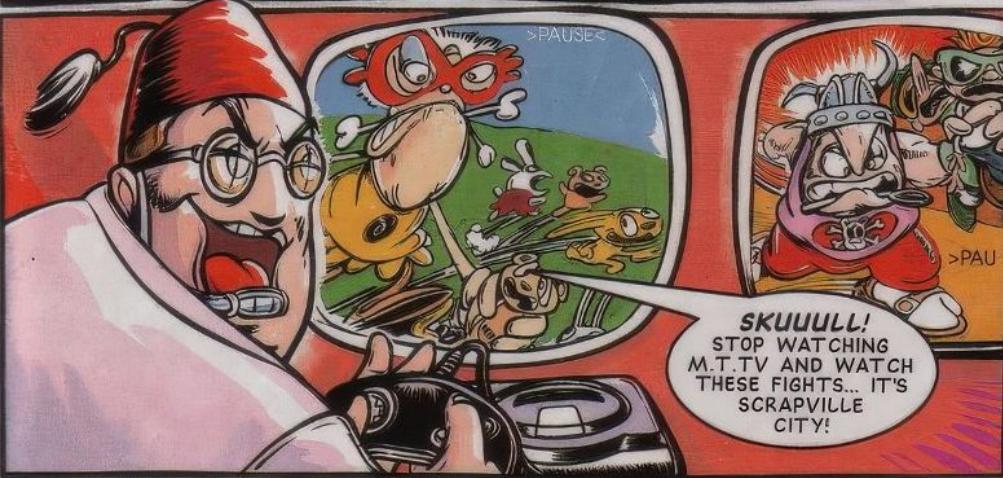


F.I.B. INFORMATION FILE

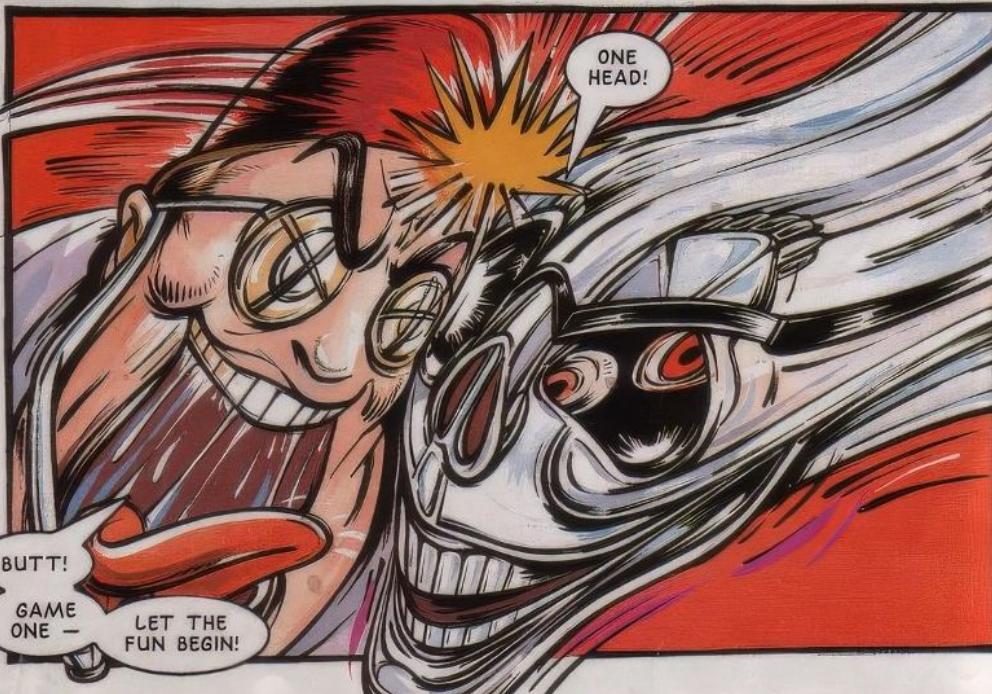
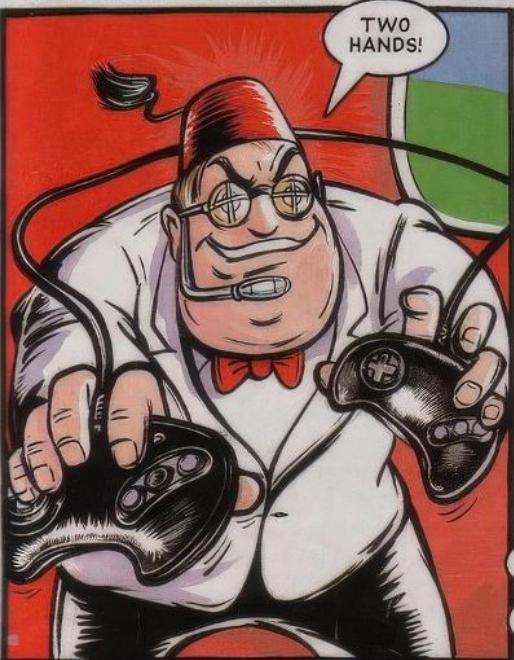
THREE BOYS, A GIRL AND A CHICKEN CALLED DOG HAVE BEEN PULLED THROUGH THEIR TV BY TROUBLEMAKERS FEZHEAD & SKULL. NOW THE GANG MUST FACE THE MISSION - A DEADLY NETWORK OF VIDEO GAMES!

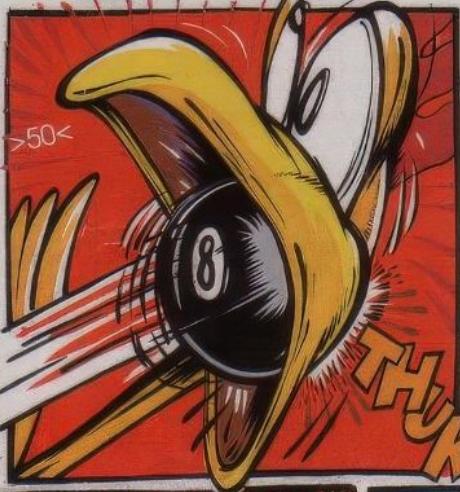
WITH HIT SONGS 'MAKE ME TEA...HO' AND 'WEBBED FEET ARE MADE FOR WALKING'.

PLUS THE NUMBER ONE SINGLE, 'YO-HO'!



BUT HOW CAN YOU PLAY TWO GAMES AT ONCE?





NOW
IT'S TIME TO
HAVE FUN WITH
A BOX!

HERE'S
ONE WE MADE
EARLIER...

WEAR IT
...SOB... TO SCHOOL ...WAAH...
AND... AND MAKE YOUR
FRIENDS JEALOUS...
WAAH!

...AND
ADD A
TELEPHONE
WIRE FOR AN
AUTHENTIC
SUPERHERO
PIG BOX
MASK.

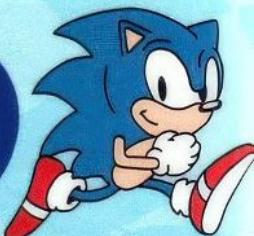
SKULL! I
WON'T TELL YOU
AGAIN! TURN THAT
BLOOMIN' TV OFF
AND WATCH
THIS!

OH
YES, AND
REMEMBER
TO STICK A
TOOTHBRUSH ON
EACH SIDE FOR
THOR-LIKE
HELMET
WINGS.

HONK!
HONK!



SPEEDLINES

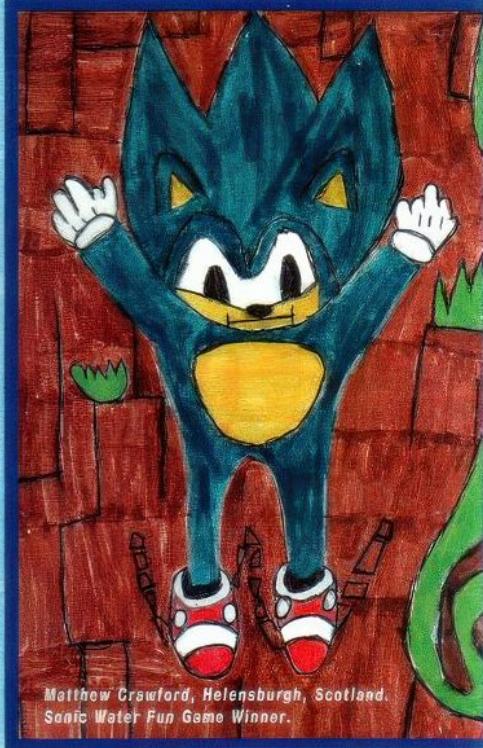


Dash off a letter, draw a quick sketch. In short, sound off to Megadroid about anything you want to do with STC, Sega or the meaning of life as we know it!

Send your letters and drawings to: Speedlines, Sonic The Comic, 25/31 Tavistock Place, London WC1H 9SU.

Write your name, address and Sega system you use (MD, MCD, MS or GG) clearly on your letter or drawing. Every one printed on this page wins a Segasational prize!

Megadroid regrets that drawings cannot be returned or correspondence entered into.



Matthew Crawford, Helensburgh, Scotland.
Sonic Water Fun Game Winner.

Mastermind

Dear STC,

- 1) What on earth (or Mobius) is an 'Echidna'?
- 2) What is the difference between an aardvark and an ant-eater?
- 3) What is the 'Bio-Key' which is mentioned in Eternal Champions?

Adam Smith, Broxbourne, Herts.
Mega CD owner.

Sonic Water Fun Game Winner.



- 1) Are you ready for this Boomers ... An Echidna (pronounced ekid-na) is the collective name for a porcupine, spiny ant-eater or 'Knuckles'!
- 2) The aardvark (or ant-bear) differs from the ant-eater in that it doesn't have the characteristic spiny coat.
- 3) The Bio-Key is a futuristic form of technology, combining biological and mechanical elements. Using this Bio-Key Technology, the Nakano Industrial plant is developing deadly weapons with state of the art bio-control, used to fight the Eternal Champions. Now, how about some difficult questions!

Javier Cazot, Wilby, Northants. MD owner.
Sonic Water Fun Game Winner.

Tails Of Woe

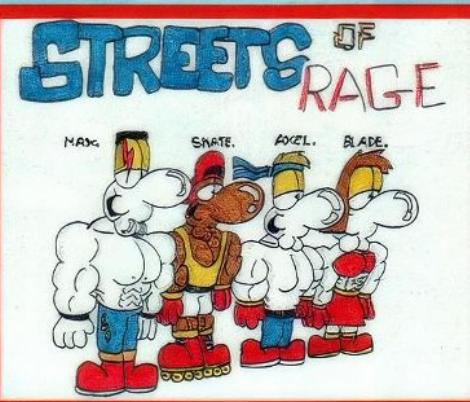
Dear STC,

Contrary to what other STC readers may think, I feel that Tails should not be featured in his own strip. After all, it is Sonics, so if people insist on more Tails, why not make a Tails comic? At least I wouldn't have to spend my money on a lot of Tails junk!

Jenna Weedon, Toddington, Beds.
MS & MD owner.

Sonic Water Fun Game Winner.

Nasty, nasty, Jenna. It was due to a demand from STC Boomers which resulted in a Tails strip. Some 'Spiky' fans responded by demanding further Sonic strips, which is why STC will feature more stories from Sonic's World in the near future. All this backs up my theory that there's no pleasing the humes of your world!



Hog And Bone

Dear STC,

Towards the end of last year I was admitted to hospital due to a relapse of leukaemia. My younger brother Martin donated some of his bone marrow and I underwent a transplant operation. While I was recovering I occupied my time by reading STC and I even managed to draw a picture of Sonic. (See above).

Matthew Crawford, Helensburgh, Scotland.
GG & MD owner.

Sonic Water Fun Game Winner.

Hope you're up and running as fast as Sonic these days, Matthew. It warms my circuits knowing that STC helped to cheer you up (and well done Martin for being such a right-on hume).

Mega Party

Dear STC,

My parents organised a special Mega-Drive party for my last birthday. All the guests were requested to bring their Sega games with them and we all had a cool time swopping games.

Lindsay Whittaker, Warrington, Cheshire.
MD owner.

Sonic Water Fun Game Winner.

What happened to blind-humes-buff and cake swopping?



Get in Print + Win a Prize!

It's true! Every letter and drawing printed on this page wins a Segasational prize! One of these fabulous Tomy Sonic The Hedgehog Water Fun Games can be yours. Fill it with water and pump the button to see if you can help Sonic catch all the power rings. It's challenging, it's portable, it's fun and it's wet!

The Sonic Water Fun Game is just part of a range of megalicious Sonic products from Tomy which can be bought at toy shops and department stores. If you have problems finding a stockist in your area phone the Tomy Care Line on 0703 872267.



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WHO ARE YOU?

Tell us your name, age & address.

NAME.....

ADDRESS.....

.....

AGE.....

HOT-SHOTS ONLY!

Enter your high score or
achievement here!

GAME.....

SCORE/ACHIEVEMENT.....

.....

SYSTEM:- (please tick)

MD MS GG MCD

GAME INTO STRIP

What SEGA game would you like to
see as a STC strip in the future?

I THINK.....

.....
would make a great comic
strip in STC

MEGA HITS THIS ISSUE!

List your three favourite stories
in this issue in order of
preference

1.....

2.....

3.....

HOW DO YOU RATE ISSUE 30

OF STC?

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